

§22. Strong Rebids. Jump Rebids in the Same Suit.

By the end of this chapter you should understand the following term:

Jump Rebid: A rebid in the same suit but one level higher than minimum. As examples, the last bid in the sequences: 1♠ – 2♣ – 3♠ and 1♦ – 1♥ – 3♦.

If the initial response is at the one-level (such as in the sequence 1♦ – 1♥ – 3♦) then a jump rebid is *not forcing* (so responder may Pass if he is desperate). If, though, the initial response is at the two-level then a jump rebid is **forcing to game**.

It has already been pointed out that opener's rebid usually conveys more information than the opening bid. This chapter is about how to describe intermediate strength opening bids with long, strong suits. We are talking about hands roughly in the 15 to 17 point range with decent six-card suits.

The following example hands are all suitable to be opened at the one-level and then rebid with a jump to the three-level.

Ex 1. ♠ 7 4 ♥ AKQ753 ♦ AJ5 ♣ Q 3	Ex 2. ♠ A Q 3 ♥ 8 5 ♦ AKQJ75 ♣ 7 3	Ex 3. ♠ 7 4 ♥ AKJ1075 ♦ AQ5 ♣ Q 3	Ex 4. ♠ AKJ975 ♥ 10 ♦ AK4 ♣ Q94
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So, for instance, on Example 1 you would open 1♥ and rebid 3♥ regardless of whether partner responded 1♠, 2♣ or 2♦.

In general, the problem lies not with the opening bidder but with the responder. How might you bid your cards when partner opens the bidding and then jumps in his suit on the next round?

Well, there are important points to note here. Firstly, if you have responded at the one-level (promising, you may recall, a minimum of 6 points), then a jump rebid is **not forcing**. If it suits you (or, perhaps, if it *doesn't* suit you), you may Pass. To do so you must have a minimum responding hand.

If you look at Example 5 you have a clear-cut case of letting the bidding go after a jump rebid.

Ex 5. ♠ J 7 6 2 ♥ K Q 9 3 ♦ 4 ♣ J 8 4 2
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Here, partner opens 1♦ and you naturally respond 1♥. Now partner jumps to 3♦, showing a fine six-card Diamond suit and 15-17 points (or thereabouts). Now what? Well, you have no time for Diamonds and the combined point-count is unlikely to exceed 24 so the best course of action is to Pass lest worse befalls you.

Much of the time, though, you will simply raise partner's suit such as in Example 6:

Ex 6. ♠ A K 5 2 ♥ 8 6 4 ♦ K 7 6 2 ♣ 10 5

Partner opens 1♥ and rebids 3♥ over your 1♠ response. Now, knowing of a nine-card Heart fit and game points (you must have at least 25 points between the partnership hands), you have an easy raise to 4♥.

The situation becomes a little murkier once you have responded at the two-level. Now you have promised 10+ points and partner is showing 15+ points. So, you must have 25+ points between you, and you should therefore play in a game.

As such, a jump rebid after a two-level response cannot be Passed! It is, in fact, **forcing to game**. This may give you some uncomfortable decisions at the table but there is no such bidding as, for example, 1♠ – 2♦ – 3♠ – Pass. An auction such as this simply does not exist.

Let's now look at some practical examples.

In Example 7 partner opens 1♦ and rebids 3♦ over your 2♣ response. What now?

Ex 7.
♠ 10 8 7
♥ A 4 2
♦ 6 2
♣ A K 8 5 3

Well, with 11 points facing 15-17, Pass is not an option. A possible shot is 3NT, taking a gamble on the Spades. A better selection might be 3♥, allowing partner to bid 3NT with a secure Spade stopper.

What about Example 8? Here, partner opens 1♥ and rebids 3♥ over your 2♣ response. What is your next bid?

Ex 8.
♠ 9 2
♥ 8 4
♦ K 8 3
♣ A K J 7 5 2

Once again, it would be a breach of partnership discipline to Pass as 3♥ is **forcing** facing a two-level response. 3NT would be a wild gamble with only two mouldy Spades. Best is to raise to 4♥ as you know of an eight-card Heart fit along with game values.

In general, after a major-suit has been opened and rebid with a jump then the hand is frequently played in game in that major. If a minor-suit has been opened and rebid with a jump then the hand is frequently played in 3NT. "Frequently" does not mean always, however!

We finish off this section with a brief quiz. In all cases you are responder.

What is your best bid as South after the following auctions?

<p>Ex 9.</p> <table border="1"> <tr><td>N</td><td></td><td></td><td></td></tr> <tr><td>W</td><td></td><td>E</td><td></td></tr> <tr><td>S</td><td></td><td></td><td></td></tr> </table> <p>♠ J 10 6 3 ♥ A 9 7 5 ♦ J 7 3 ♣ 5 2</p> <table border="1"> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> <tr><td></td><td>1♣</td><td>Pass</td><td>1♥</td></tr> <tr><td>Pass</td><td>3♣</td><td>Pass</td><td>?</td></tr> </table> <p>Pass. There's no future in this hand with a bare 6 points facing a decent, but not overwhelming, North hand. You performed your duty admirably with your 1♥ response; now you can stand down. Partner may struggle to make his 3♣ contract – you may rest assured North won't make anything higher.</p>	N				W		E		S				West	North	East	South		1♣	Pass	1♥	Pass	3♣	Pass	?	<p>Ex 10.</p> <table border="1"> <tr><td>N</td><td></td><td></td><td></td></tr> <tr><td>W</td><td></td><td>E</td><td></td></tr> <tr><td>S</td><td></td><td></td><td></td></tr> </table> <p>♠ J 10 6 3 ♥ A 9 7 5 ♦ K 7 3 ♣ Q 2</p> <table border="1"> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> <tr><td></td><td>1♣</td><td>Pass</td><td>1♥</td></tr> <tr><td>Pass</td><td>3♣</td><td>Pass</td><td>?</td></tr> </table> <p>3NT. Now, holding 10 points with stoppers in all suits, it would be craven to Pass and let partner play this one in a part-score. You have at least 25 points between you with the added bonus of a probable six Club tricks (that ♣Q is a golden card). 3NT must be worth a shot and is probably laydown.</p>	N				W		E		S				West	North	East	South		1♣	Pass	1♥	Pass	3♣	Pass	?
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W		E																																															
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<p>Ex 11.</p> <table border="1"> <tr><td>N</td><td></td><td></td><td></td></tr> <tr><td>W</td><td></td><td>E</td><td></td></tr> <tr><td>S</td><td></td><td></td><td></td></tr> </table> <p>♠ 7 6 2 ♥ Q 2 ♦ A K J 10 9 ♣ 10 4 3</p> <table border="1"> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> <tr><td></td><td>1♥</td><td>Pass</td><td>2♦</td></tr> <tr><td>Pass</td><td>3♥</td><td>Pass</td><td>?</td></tr> </table> <p>4♥. An easy one, really. You can't risk 3NT with two wide-open black suits and you have a gorgeous card in that ♥Q (partner's face will light up when he sees that appear in dummy). With eight trumps and at least 25 points between the partnership hands, you just have to bid the most likely game.</p>	N				W		E		S				West	North	East	South		1♥	Pass	2♦	Pass	3♥	Pass	?	<p>Ex 12.</p> <table border="1"> <tr><td>N</td><td></td><td></td><td></td></tr> <tr><td>W</td><td></td><td>E</td><td></td></tr> <tr><td>S</td><td></td><td></td><td></td></tr> </table> <p>♠ 7 4 ♥ A ♦ 9 8 6 4 3 2 ♣ A K 6 4</p> <table border="1"> <tr><th>West</th><th>North</th><th>East</th><th>South</th></tr> <tr><td></td><td>1♥</td><td>Pass</td><td>2♦</td></tr> <tr><td>Pass</td><td>3♥</td><td>Pass</td><td>?</td></tr> </table> <p>4♥. What's the alternative? 3NT would be a gamble with such putrid Spades and 4♣ would invite preference to those wretched Diamonds. You just have to raise partner's suit and hope that your three quick tricks will enable North to have ten winners. His Hearts are known to be good, remember.</p>	N				W		E		S				West	North	East	South		1♥	Pass	2♦	Pass	3♥	Pass	?
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W		E																																															
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Pass	3♥	Pass	?																																														

§22. Example hands 1 to 4.

Hand 1 Dealer North

♠ 7
♥ A K 10 9 5 3
♦ K Q 10
♣ A 4 2

♠ Q 9 8 4 2
♥ 6 4
♦ A 4 2
♣ 10 9 8

N		♠ 10 3
W	E	♥ Q 8 7
		♦ 9 8 6 3
	S	♣ K Q J 6

♠ A K J 6 5
♥ J 2
♦ J 7 5
♣ 7 5 3

West	North	East	South
	1♥	Pass	1♠
Pass	3♥	Pass	4♥
Pass	Pass	Pass	
4♥ by North		Opening lead: ♣K	

North has a clear 1♥ opener followed by a classic strong 3♥ rebid. What should South do next? Well, with 10 points he is a tad too strong to let the hand go in a part-score. He should realise that his side has a combined 25 points with a 6-2 Heart fit. That's enough to take a shot at game, so he raises his partner to 4♥. 3NT would fail, you may note, if West saw fit to lead a Club. As it is, 4♥ is an easy contract. North takes the Club lead, cashes the ♥A K and then hastens to dump one of his losing Clubs on a top Spade. Declarer only loses, in total, a Heart, a Diamond and a Club. For winners, he makes two Spades, five Hearts, two Diamonds and a Club.

Hand 2 Dealer East

♠ Q 9 8 6
♥ Q 7 6
♦ A J 6 2
♣ 10 2

♠ A K 7 5 2
♥ 5 3 2
♦ 8 7 5 3
♣ 4

N		♠ 10
W	E	♥ A K 4
		♦ Q 9 4
	S	♣ A Q J 9 7 5

♠ J 4 3
♥ J 10 9 8
♦ K 10
♣ K 8 6 3

West	North	East	South
		1♣	Pass
1♠	Pass	3♣	Pass
Pass	Pass		
3♣ by East		Opening lead: ♥J	

East opens 1♣ and makes the strong rebid of 3♣ over West's obvious 1♠ response. That isn't what West wanted to hear, holding a singleton in his partner's suit. Best is for West to Pass and put down the dummy on the grounds that one should duck out of auctions at the first sign of a misfit. The point-count gives little justification for bidding on – 7 points in the West hand gives scant cause for optimism. 3♣ should make on the nose with the ♣10 falling in two rounds. Declarer can win the Heart lead and dump a loser (either the ♥4 or any Diamond) on a top Spade. East then makes five Clubs, two Spades and two Diamonds, losing one Club and four red-suit tricks.

Hand 3 Dealer South

♠ A K 6 5 2
♥ 5 2
♦ 8 7 5 3 2
♣ 4

♠ Q 4
♥ J 9 4
♦ A J 9 4
♣ J 8 5 3

N		♠ 10 9 8 3
W	E	♥ Q 7
		♦ 10 6
	S	♣ K Q 10 9 7

♠ J 7
♥ A K 10 8 6 3
♦ K Q
♣ A 6 2

West	North	East	South
			1♥
Pass	1♠	Pass	3♥
Pass	4♥	All Pass	
4♥ by South		Opening lead: ♥4	

North has a marginal decision here with fortune favouring the brave. After South opens 1♥ and rebids 3♥ over a 1♠ response North has to value his hand. Had South bid Clubs twice that North hand would be worth just the two tricks (the ♠A K). As Hearts is South's strong suit, North can offer *three* tricks – the top Spades and maybe a Club ruff (or two). So, with an all-important *ruffing value* in Clubs, North raises to 4♥. On any other lead South has chances of ruffing two Clubs on table but here West finds a dastardly trump lead. Well defended, sir! Declarer takes that, cashes the ♣A, ruffs a Club and plays a Diamond. He loses just one Heart, one Diamond and one Club.

Hand 4 Dealer West

♠ J 10 9
♥ J 8
♦ 10 6 3 2
♣ K Q 7 4

♠ 5 2
♥ A K Q 10 6 3
♦ Q J 4
♣ A 2

N		♠ Q 7 6 3
W	E	♥ 5
		♦ A 8 7 5
	S	♣ J 6 5 3

♠ A K 8 4
♥ 9 7 4 2
♦ K 9
♣ 10 9 8

West	North	East	South
1♥	Pass	1♠	Pass
3♥	Pass	Pass	Pass
3♥ by West		Opening lead: ♠J	

West opens 1♥ and has a textbook 3♥ rebid over his partner's 1♠ response. So far so good – for West. What about East? Well, he bid 1♠ in an attempt to find a better spot than Hearts – and now the auction is at the three-level in that strain. *'Twas ever thus*. Bidding on is futile on such a poor hand (7 meagre points), so East should call it a day and Pass, hoping partner can scramble nine tricks. As it is, West can do so with the fortunate fall of the ♥J in two rounds. That gives declarer six Heart winners and two Aces. It is easy to set up an extra Diamond winner as well to swell the coffers to nine. West secures his contract for the loss of two Spades, one Diamond and one Club, making six Hearts, two Diamonds and a Club.

§22. Example hands 5 to 8.

Hand 5 Dealer North

<p>♠ 8 ♥ A K 4 ♦ Q 9 4 ♣ A Q J 9 7 5</p> <p>♠ A 10 5 4 ♥ J 10 9 8 6 ♦ J 8 5 ♣ 3</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	<p>♠ J 7 3 2 ♥ 5 3 ♦ A 10 6 2 ♣ K 10 8</p> <p>♠ K Q 9 6 ♥ Q 7 2 ♦ K 7 3 ♣ 6 4 2</p>
N		E						
W		S						

West	North	East	South
	1♣	Pass	1♠
Pass	3♣	Pass	3NT
Pass	Pass	Pass	
3NT by South		Opening lead: ♥J	

North opens 1♣ and South replies 1♠. What should South do now when his partner makes the strong rebid of 3♣? Well, with 10 points it would be craven to Pass, leaving North in a wretched part-score. With stoppers in the red suits the right call is 3NT, hoping that Clubs will provide a rich *source of tricks*. North has nothing more to say and West leads the top-of-a-sequence ♥J. Now, South can set up Clubs (losing to the ♣K *en route*) to make five Club tricks and three Hearts. Before he cashes the Hearts, South can easily generate a ninth winner from either Diamonds or Spades by knocking out the Ace of that suit. Five Clubs, three Hearts and one extra make nine.

Hand 6 Dealer East

<p>♠ J 10 7 5 4 3 ♥ 9 8 4 2 ♦ A 8 ♣ 7</p> <p>♠ Q 8 ♥ 7 5 ♦ K 6 5 2 ♣ K Q J 10 4</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	<p>♠ 9 2 ♥ A K Q 10 6 3 ♦ Q J 4 ♣ A 2</p> <p>♠ A K 6 ♥ J ♦ 10 9 7 3 ♣ 9 8 6 5 3</p>
N		E						
W		S						

West	North	East	South
		1♥	Pass
2♣	Pass	3♥	Pass
4♥	Pass	Pass	Pass
4♥ by East		Opening lead: ♠A	

With a hand remarkably similar to the West cards of Hand 4 (!) East opens 1♥ and makes the strong rebid of 3♥ over his partner's 2♣ response. What now, West? Well, Pass would be a double-cross as a jump rebid is **game-forcing** over a two-level response. 3NT is a gamble on those West cards (and would be sunk by a tidal wave of Spades in practice). Best is to for West to put his faith in partner's strong suit and raise to 4♥. The defenders can always cash the ♠A K and the ♦A but declarer has the rest (the 4-1 trump break is but a minor irritation when the ♥J falls singleton). East takes six Hearts and as many Club winners as there are left, losing just Ace-King, Ace.

Hand 7 Dealer South

<p>♠ K 8 2 ♥ Q 6 3 ♦ 10 ♣ A Q 8 6 3 2</p> <p>♠ A 10 7 5 ♥ J 5 2 ♦ K 8 3 2 ♣ 9 4</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	<p>♠ J 6 3 ♥ 10 9 8 7 ♦ 6 4 ♣ K J 7 5</p> <p>♠ Q 9 4 ♥ A K 4 ♦ A Q J 9 7 5 ♣ 10</p>
N		E						
W		S						

West	North	East	South
			1♦
Pass	2♣	Pass	3♦
Pass	3NT	All Pass	
3NT by North		Opening lead: ♥10	

South opens 1♦ and rebids a *forcing* 3♦ over North's 2♣ response. Where now, North? Well, the best practical shot is 3NT, relying on South's Diamonds to provide a rich *source of tricks*. (Sometimes, though, dummy obliges with ♣K x and North makes six Club tricks – you never can tell). Anyway, 3NT ends the auction and East leads the top-of-a-sequence ♥10. The contract is easy enough if North sets up the Diamonds, making five Diamond tricks, three Hearts and the ♠A. He should also come to a Spade trick as well, making ten. North just has to be careful with entries to dummy, cashing the ♦A and then playing the ♦Q at trick two if he wins the first trick on table.

Hand 8 Dealer West

<p>♠ 7 6 5 2 ♥ Q J 10 8 ♦ K Q 10 ♣ 9 4</p> <p>♠ K Q J 10 8 4 ♥ 6 2 ♦ A J 3 ♣ K J</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td>S</td></tr> </table>	N		E	W		S	<p>♠ A ♥ 7 5 ♦ 9 6 5 4 2 ♣ A Q 10 8 6</p> <p>♠ 9 3 ♥ A K 9 4 3 ♦ 8 7 ♣ 7 5 3 2</p>
N		E						
W		S						

West	North	East	South
1♠	Pass	2♣	Pass
3♣	Pass	4♣	All Pass
4♣ by West		Opening lead: ♥Q	

West opens 1♠ and East does best to reply 2♣ rather than bid those feeble Diamonds. West jumps to 3♣, leaving East awkwardly placed. Pass is off the menu as a 3♣ rebid is **game-forcing** following a two-level response. East has to bid *something*; best is a raise to 4♣ – 4♦ would be grotesque (where would that get you?) and 3NT a wild gamble (in practice, buried under an avalanche of Hearts). 4♣ is easy enough to make if West can tiptoe through the tulips. North-South may cash two Hearts and switch to Diamonds; West takes the ♦A, unblocks the ♠A, comes to hand with a Club, draws all the trumps and then overtakes the ♣J on table. Now there are plenty of Club winners (to dump Diamond losers) for an overtrick.

§22. Quiz on Strong Rebids. Jump Rebids in the Same Suit

In each case you are **South**

What is your best bid on each of these hands?

1.

N		
W	E	
S		

West	North	East	South
			1♣
Pass	1♠	Pass	?

♠ 8
♥ Q 5 3
♦ A K 5
♣ A Q J 10 9 6

2.

N		
W	E	
S		

West	North	East	South
			1♦
Pass	1♠	Pass	?

♠ 3 2
♥ A J
♦ A K J 10 4 2
♣ K J 9

3.

N		
W	E	
S		

West	North	East	South
			1♠
Pass	2♣	Pass	?

♠ A Q 10 9 7 3
♥ A K Q
♦ J 10 8
♣ 7

4.

N		
W	E	
S		

West	North	East	South
	1♠	Pass	2♣
Pass	3♠	Pass	?

♠ 4 2
♥ 7 3
♦ A J 6 4
♣ K Q J 9 3

5.

N		
W	E	
S		

West	North	East	South
	1♦	Pass	1♠
Pass	3♦	Pass	?

♠ A 10 6 5 3
♥ J 6 3
♦ J
♣ J 9 4 2

6.

N		
W	E	
S		

West	North	East	South
	1♦	Pass	1♠
Pass	3♦	Pass	?

♠ A 10 6 5 3
♥ K 6 3
♦ J
♣ Q 9 4 2

7.

N		
W	E	
S		

West	North	East	South
	1♥	Pass	1♠
Pass	3♥	Pass	?

♠ A 10 6 5 3
♥ J 6 3
♦ J
♣ J 9 4 2

8.

N		
W	E	
S		

West	North	East	South
	1♦	Pass	2♣
Pass	3♦	Pass	?

♠ 4 2
♥ A 10 8
♦ Q 9
♣ A J 8 6 4 2

9.

N		
W	E	
S		

West	North	East	South
			1♥
Pass	1♠	Pass	?

♠ K J 4
♥ A K Q J 8 6
♦ A 10 8
♣ 7

10.*

N		
W	E	
S		

West	North	East	South
			1♥
Pass	2♦	Pass	?

♠ K J 4
♥ A K Q J 8 6
♦ A 10 8
♣ 7

§22. Quiz on Strong Rebids. Jump Rebids in the Same Suit

Answers

1.

N			E
W			S

♠ 8
♥ Q 5 3
♦ A K 5
♣ A Q J 10 9 6

West	North	East	South
Pass	1♠	Pass	1♣
			?

3♣. Dead centre for the rebid. You are showing a fine six-card suit and somewhere in the 15 to 17 point range (give or take a little). The ball is now in partner's court; with a minimum responding hand he may Pass, otherwise he may choose to bid on to a game.

2.

N			E
W			S

♠ 3 2
♥ A J
♦ A K J 10 4 2
♣ K J 9

West	North	East	South
Pass	1♠	Pass	1♦
			?

3♦. As in Q1, this is an ideal description of your hand. This rebid shows a long, strong suit and about 15-17 points. North now has to choose whether the auction dies in a part-score (3♦) or advances to a game. You have shown partner your hand, now it's up to him.

3.

N			E
W			S

♠ A Q 10 9 7 3
♥ A K Q
♦ J 10 8
♣ 7

West	North	East	South
Pass	2♣	Pass	1♠
			?

3♣. Once again, your rebid proclaims a strong suit and 15-17 points (give or take a little). The difference between this example and the last two is that partner does not have the option of Passing it. After a two-level response (showing 10+ points), jumps are **forcing**

4.

N			E
W			S

♠ 4 2
♥ 7 3
♦ A J 6 4
♣ K Q J 9 3

West	North	East	South
Pass	1♠	Pass	2♣
	3♣	Pass	?

4♣. Having responded at the two-level, Pass is not an option after a jump rebid. So what is left? 3NT would be a wild gamble and 4♦ would be pointless. You know that your side has game values and an eight-card Spade fit, so you should simply bid game in that strain.

5.

N			E
W			S

♠ A 10 6 5 3
♥ J 6 3
♦ J
♣ J 9 4 2

West	North	East	South
Pass	1♦	Pass	1♠
	3♦	Pass	?

Pass. You only have 7 points and no obvious fit with partner. This hand has no future and game looks to be a long way away. 3NT (the only possible making game) would be a wild gamble with these cards – where are nine tricks coming from? Let sleeping dogs lie...

6.

N			E
W			S

♠ A 10 6 5 3
♥ K 6 3
♦ J
♣ Q 9 4 2

West	North	East	South
Pass	1♦	Pass	1♠
	3♦	Pass	?

3NT. You still have no fit with partner (cf Q5), but you have too many points to Pass. With stoppers in all other suits you ought to have a stab at 3NT, hoping to set up partner's long suit. That ♦J may well be a useful "filler", in fact, and may make your task a simple one.

7.

N			E
W			S

♠ A 10 6 5 3
♥ J 6 3
♦ J
♣ J 9 4 2

West	North	East	South
Pass	1♥	Pass	1♠
	3♥	Pass	?

4♥. Yes, we know, you only have 7 points, so are short on overall game values. However, you do have a nine-card Heart fit and a side-suit shortage (a *ruffing value*). These features are important and should encourage you to bid game on the hand. It may make, it may not.

8.

N			E
W			S

♠ 4 2
♥ A 10 8
♦ Q 9
♣ A J 8 6 4 2

West	North	East	South
Pass	1♦	Pass	2♣
	3♦	Pass	?

3♥. Tricky, but what else is best? 3NT is the most likely game and must be kept in the frame. You may be wide open in Spades, though, so cannot bid it yourself. 3♥ shows where your outside strength lies, allowing partner to bid No-trumps with a secure Spade stopper.

9.

N			E
W			S

♠ K J 4
♥ A K Q J 8 6
♦ A 10 8
♣ 7

West	North	East	South
Pass	1♠	Pass	1♥
			?

4♥. With such strength you have to take a shot at game with this hand. Your superb suit needs no support, and you have a partial Spade fit with partner. 3♥ would not get the job done – there are many hands where North would Pass and you would miss an easy game.

10.

N			E
W			S

♠ K J 4
♥ A K Q J 8 6
♦ A 10 8
♣ 7

West	North	East	South
Pass	2♦	Pass	1♥
			?

3♥. This may seem perverse (cf Q9), but now it is unnecessary to jump to game. 3♥ is *unconditionally forcing*, so partner cannot leave you high and dry in a part-score. The advantage of 3♥ is that it may pave the way to a slam, whereas 4♥ might preclude one.